



## EXOJET +



JOXT CO5

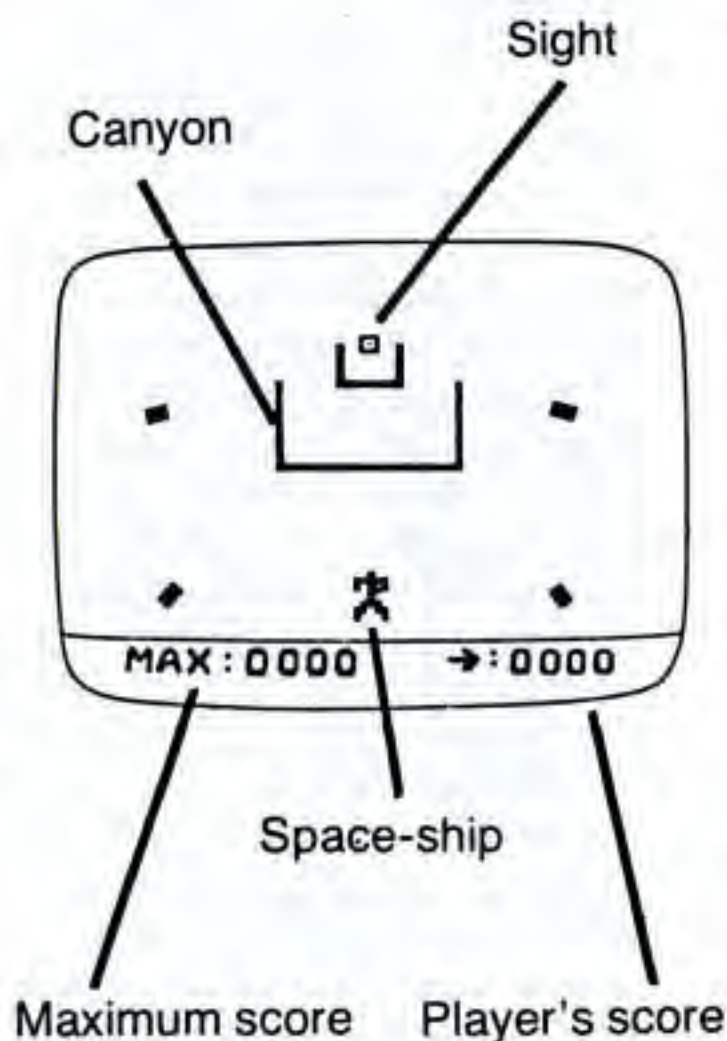
COMPATIBLE  
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### Screen description

The space-ship piloted by the player is at the bottom of the screen.

This space ship, which has gone astray during a reconnaissance mission to an unknown planet, enters a canyon from which it cannot escape. The canyon is represented on the screen by moving yellow lines.

The mauve colored square, vertically aligned with the ship, is a precision sight that determines the point of impact of each shot. The ship's defensive system is a magnetic shield that is not always effective; each time it is destroyed by enemy fire it takes six seconds to regenerate. Scores are displayed at the bottom of the screen. The player's score for the current round is shown on the right, the maximum score from previous rounds is shown on the left.



### The Game

With the start of the round, enemy ships appear in succession on the screen. The player must attempt to destroy them without being hit by enemy fire and without crashing into the canyon walls (in this case the ship disintegrates). There are two kinds of attackers:

- Enemy space-ships that fire while overflying the canyon (each ship fires two missiles).
- Laser guns in the canyon to intercept the ship (each laser gun fires a single shot).

The position of the sight shows which of the two kinds of attacker is going to appear on the screen (the sight is above the canyon for an enemy ship attack and in the canyon for a laser gun attack).

When 10 enemies have been destroyed a white square appears on the screen. This a spaceship base that gives the player a bonus of 100 points if he points his ship on the trajectory of the base without firing on it.

Each time a base appears on the screen the regeneration time for the ship's magnetic shields is increased by half a second and the game becomes more difficult, with the succession of attackers becoming more rapid and their fire power increasing.

Before the first base appears only single missiles are fired. After the first base, groups of missiles are fired.

When a game is over, press RESET. «SELECT GAME» appears on the screen.

It is then possible to:

- a) Choose another game from the cartridge,
- b) Change the cartridge. To remove it, place one

hand on the console alongside the cartridge and pull it out. Insert a new one into the console and refer to the instruction booklet.

- c) Connect the outside aerial input on the TV and disconnect the games console from the TV normally.

### Test procedure :

If the equipment does not appear to be working normally, proceed as follows: Press RESET. The TV should make a sound and «SELECT GAME»

After the appearance of the second base, they fire a «rain» of missiles.

Finally, after the appearance of the third base, they fire homing missiles.

This sequence, defining the type of missiles used by the enemy, is repeated in each of the following cases:

1) Space-ships and laser guns (each ship destroyed is worth 50 points, each laser gun is worth 70 points)

2) High speed space-ships, low speed laser guns (ships 80 points, laser guns 70 points)

3) High speed space-ships and laser guns (ships 80 points, laser guns 100 points).

Starting with the second case, friendly space-ships, which must not be fired on (possible loss of 100 points), can appear on the screen. These are the same color as the player's ship. Final obstacle. After the player reaches a score of 2000 an enormous meteor may appear on the screen at any time.

Avoidance is the only defense available (which gives a bonus of 100 points). After 5000 points the speed of the meteor in-

creases and the bonus increases to 150 points. Finally, after 7000 points, the magnetic shield is lost.

### Space-ship commands

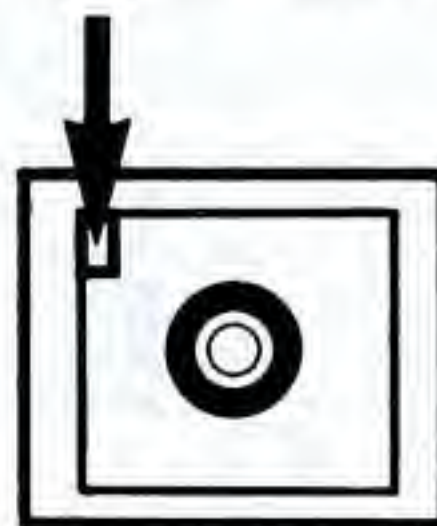
The player pilots his space ship with the righthand joystick.

Lateral ship movement:

- Stick positions 1, 2, and 3, to the right
- Stick positions 4, 5, and 6, to the left.



To fire, press the action button.



should appear on the screen. If not, check that the console is installed according to the instructions for use. If the problem remains, return the console and the cartridge to your dealer.